SYNDICATE
BULLFROG
KIDS TO ADULTS
AGES 6+

System Requirements

- 486/50 MHz or faster
- MS-DOS 5.0 or higher
- 8 MB RAM
- 1 MB hard drive space
- Double-speed CD ROM drive
- VGA graphics
- Mouse and 100% Microsoft-compatible mouse driver

SUPPORTED

- Sound card (Sound Blaster ™ and 100% compatibles, AWE 32, Adlib, Pro Audio Spectrum, Roland MT32, and General MIDI are supported)
- Joystick

OPTIONAL

- VESA-compatible video driver
- SVGA video card and monitor

MULTIPLAYER MODE

- 2–8 player network game requires NETBIOS
- High performance systems recommended

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

INSTALLATION

1. Insert the *Hi-Octane*™ CD in your CD drive.
2. At the DOS prompt, type **d:** Enter to change to your CD drive (substitute the correct letter of your CD drive if other than 'D:').
3. When you see the 'D:>' prompt, type **hioctane** Enter to start the installation.
4. The introduction plays while the installation runs.
5. When installation is complete, the Language Selection screen appears. Press ↑ ↓ to choose the language you want to play the game in, and press Enter to confirm your choice, and the Enter Name screen appears. All game text will appear in the language you choose.
6. At the Enter Name screen, type in the name you want to be identified by. Press Backspace to erase text.
7. When you've typed in the name you want, press Enter to continue. The Main menu appears (see *Main Menu*, below). To change your name at a later date, go to the Options menu (see *Options Menu*).

- The next time you play, insert the *Hi-octane* CD and type **d:** Enter (or the appropriate CD drive letter). To start the game, type **hioctane** Enter.

The game will attempt to automatically detect your sound card, but if you experience problems with the automatic sound card detection (i.e., you do not hear sound or sound is garbled):

1. Exit to DOS.
2. From the 'D:>' prompt, type **setsound** Enter. Follow the prompts to select your sound card.

STARTING THE GAME

1. Insert the *Hi-Octane* CD into your CD drive.
2. At the DOS prompt, type **d:** Enter to change to your CD drive (substitute the correct letter of your CD drive if other than 'D:').
3. At the 'D:>' prompt, type **hioctane** Enter. The Bullfrog™ and *Hi-Octane* title screens appear, followed by the introductory sequence. Press Esc at any time to exit, and the Main menu appears.

NETWORK PLAY

Hi-Octane can be played by up to eight players over a network. Make sure each player's computer is running Netbios. The game will detect the presence of this program and load configured for network play. Players can then log in and out as they wish.

Command Summary

MENU CONTROLS

Action	Keyboard
Highlight a menu option	↑ ↓ arrow keys
Change the setting of highlighted option	← → arrow keys
Activate the highlighted option	Enter
Exit from menu screen	Esc

GAMEPLAY CONTROLS

Action	Keyboard	Joystick
Accelerate/decelerate	↑ ↓	Press ↕
Steer left/right	← →	Press ↔
Fire Minigun	Z	Button **1**
Fire Missile	X	Button **2**
Charge Booster	Hold C	Hold Button **3**
Pause game	P	
Cockpit view	1	
Chase camera 1 (close)	2	
Chase camera 2 (medium)	3	
Chase camera 3 (far)	4	

Playing The Game

In *Hi-Octane*, your goal is to win the race, pure and simple. *How* you win the race is up to you. You can blast away at the other drivers with your weapons, or just drive as hard and as fast as you can.

MAIN MENU

Select a game mode or go to the Options screen:

RACE — Go to Race menu (see *Race Menu*).

OPTIONS — Go to Options menu (see *Options Menu*).

QUIT TO DOS — Exit game and save current configuration and options settings. At the “Are You Sure?” prompt, select YES (exit to DOS) or NO (cancel and return to game).

RACE MENU

CHAMPIONSHIP — Go to Championship menu (see *Championship Menu*).

SINGLE RACE — To choose which track to play, press the ← → arrow keys and press Enter. Now press ← → to highlight the vehicle of your choice and use the ↑ ↓ keys to select a team to race for. When vehicle and team selection are complete, press Enter, and the race begins.

MAIN MENU — Return to the Main menu.

CHAMPIONSHIP MENU

CONTINUE — This option is only displayed if a Championship has already been started. Select this to take part in the next Championship race.

NEW CHAMPIONSHIP — A Championship consists of a series of 6 races. When setting up a New Championship, only the car and team options are available; select these as in a Single Race (see *Race Menu*). You cannot select a track, although each Championship race takes place on a different track.

LOAD CHAMPIONSHIP — Load one of the 5 saved games (see below). At the Load Screen, use the ↑ ↓ arrow keys to highlight the Championship to be resumed and then

	press Enter.
SAVE CHAMPIONSHIP	After a race, choose this option to save a Championship in progress. At the Save Screen, use the ↑ ↓ arrow keys to highlight one of the 5 save game slots and then type in a name using the keyboard. Pressing Esc returns you to the Championship menu.
QUIT CHAMPIONSHIP	Quit the current Championship.

OPTIONS MENU

Set game options.

CHANGE NAME	Type in a new name. Press Backspace to erase text.
DETAIL OPTIONS	Go to Detail Options menu (see below).
NETWORK OPTIONS	Go to Network Options menu (see below). This option is only displayed if a network driver is detected.
SOUND OPTIONS	Go to Sound Options menu (see below). This option is only displayed if a sound card is detected.
REINITIALISE JOYSTICK	Select this option to recalibrate your joystick.
COMPUTER PLAYERS	Set the number of computer opponents from 0–7.
MAIN MENU	Return to the Main menu.

DETAIL OPTIONS MENU

SHADING	Toggle object shading ON (✓) or OFF (✗).
SKY	Toggle sky background ON/OFF.
SPLITTING LEVEL	Set polygon splitting level from 1—4. Higher levels split polygons into smaller polygons to improve perspective at close range.
TEXTURE MAPPING	Increase/decrease level of detail on 5-increment slide bar.
SCREEN RESOLUTION	Set the screen size to 320x200 or 640x480 pixels. At 640x480 resolution, detail is higher, but the game may run more slowly.
MAIN OPTIONS	Return to main Options menu.

NETWORK OPTIONS MENU

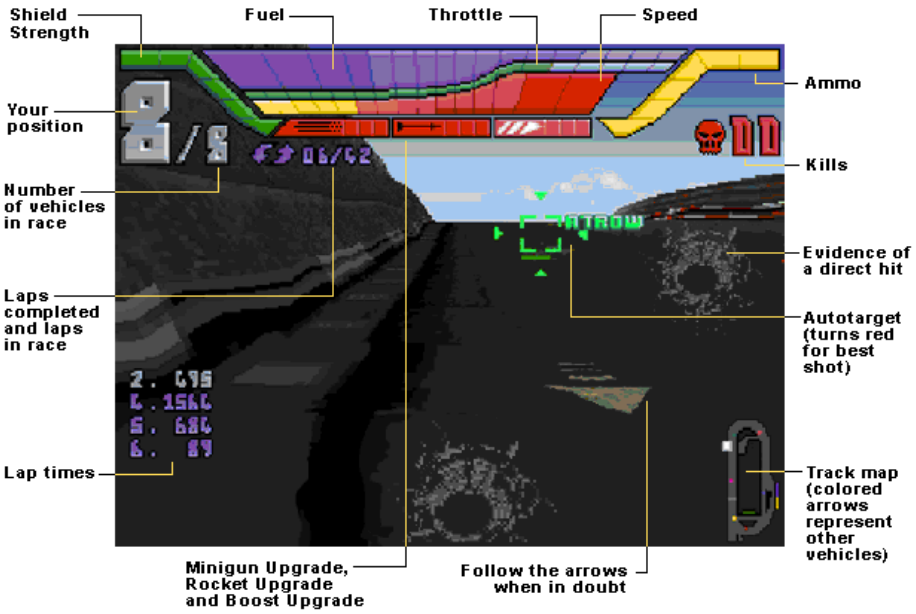
NETWORK	Toggle network play ON/OFF.

SESSION NUMBER	The number of players in a network game from 0–9. All the players in a particular race join the same session.
MAIN OPTIONS	Return to the main Options menu.

SOUND OPTIONS MENU

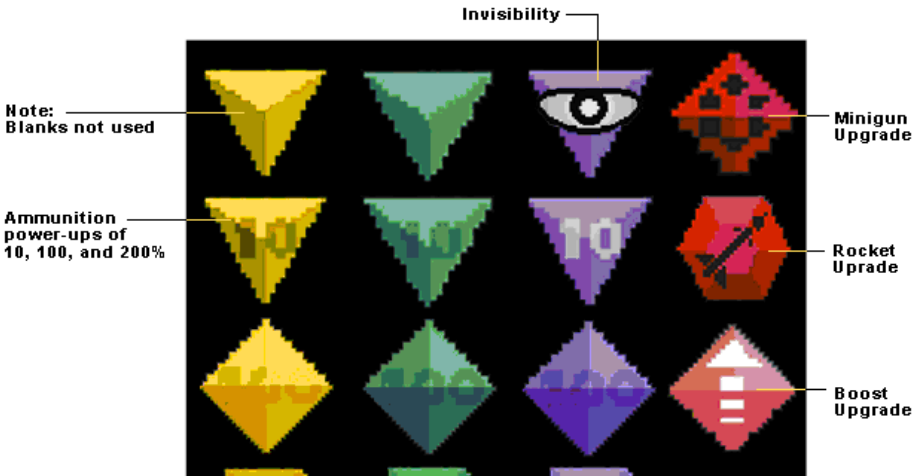
MUSIC VOLUME	Set music volume from 0–16.
EFFECTS VOLUME	Set game sound effects volume from 0–16.
NUMBER OF CHANNELS	Set number of sound channels from 0–6.
STEREO	Toggle stereo sound ON/OFF.
MAIN MENU	Return to the Main menu.

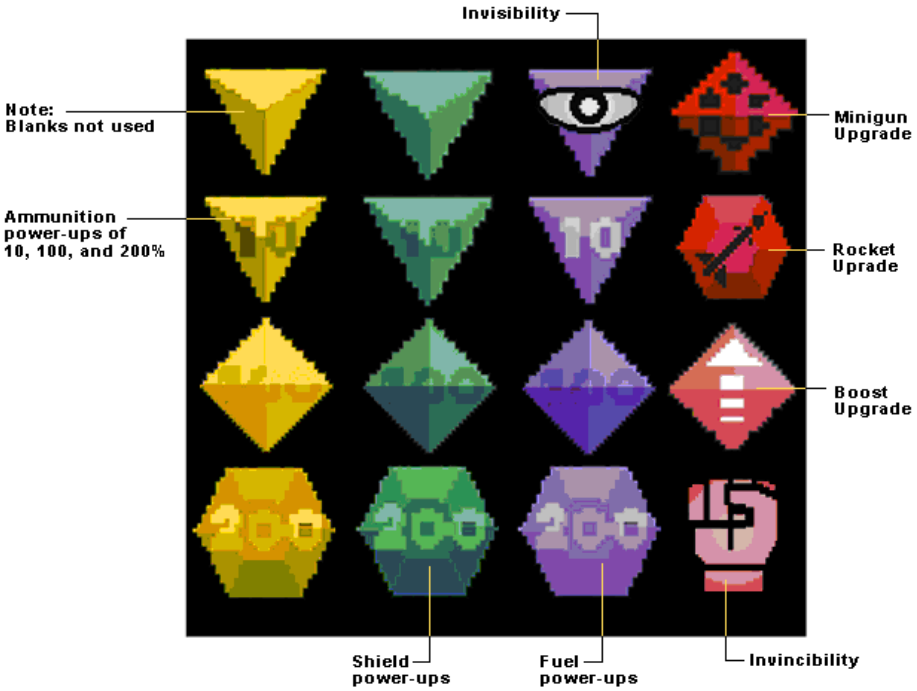
On The Track



Before the race, the light sequence turns red, yellow, and then green. When the light turns green, hit the gas and start racing!

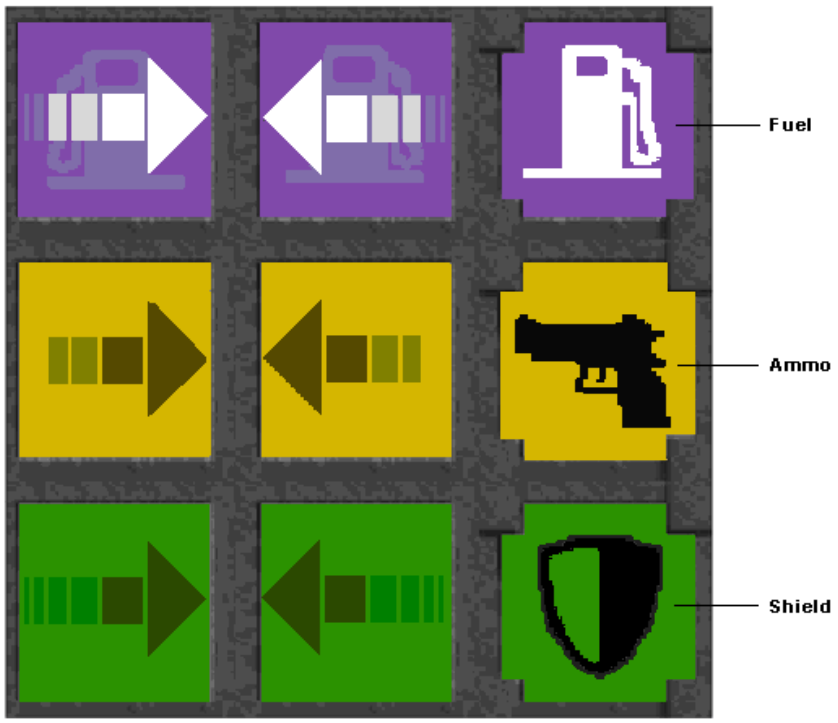
POWER-UPS





- To pick up power-ups, drive over them.

ROAD SIGNS



Follow road signs to find fuel, ammo, and shield depots

- To recharge your fuel, ammo, or shield, drive under or next to the appropriate sign and slow down or come to a stop. When you're

recharged, a message reads “FUEL [or AMMO or SHIELD] FULL”.

- If you’re destroyed before you get a chance to recharge your shield, a repair ship comes to replace your vehicle. In the meantime, your opponents zoom around the track, leaving you in the dust.

CAR, TRACK, AND TEAM NAMES

TRACKS

Amazon Delta Turnpike

Shanghai Dragon

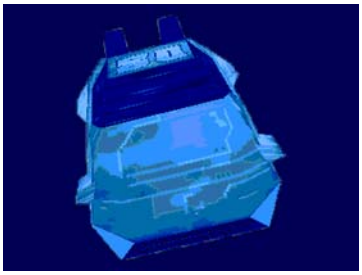
Slam Canyon

Trans-Asia Interstate

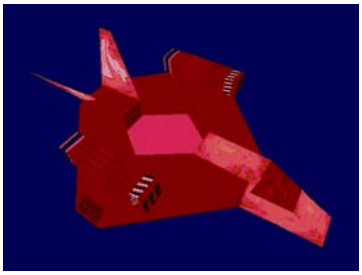
New Chernobyl Central

Thrak City

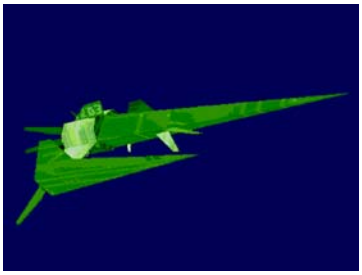
CARS



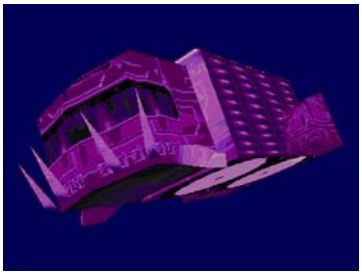
KD-1 Speeder



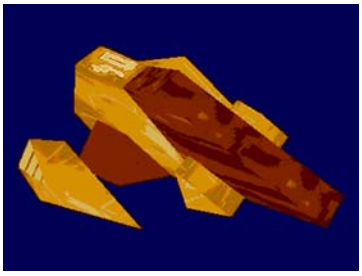
Beserker



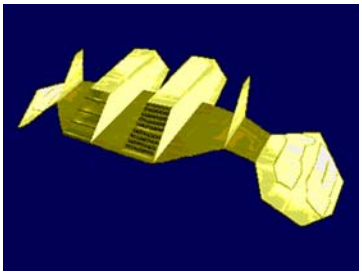
Vampyr



Jugga



Outrider



Flexiwing

TEAMS

White = Mad Medicine

Purple = Storm Riders

Blue = DethFest

Aqua Green = Bullfrog

Orange = Fire Phreaks

Yellow = Foo Fighters

Red = Gorehounds

Black = Assassins Anonymous

Creating a Boot Disk

Starting your computer using a DOS boot disk allows you to free up more memory without altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive. Booting your computer with a DOS boot disk does not prevent you from accessing your hard drive, it merely provides a different method for configuring your memory. After you create a DOS boot disk, you will copy your CONFIG.SYS and AUTOEXEC.BAT files from your hard disk onto the boot disk and modify these copies. We recommend using this procedure to avoid altering the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive, which may affect your memory configuration for running other applications.

Below are instructions for creating a DOS boot disk. Please follow these steps exactly.

1. From the DOS prompt, type **C:** and press ↵.
2. Place the blank disk into drive A:.
3. Type **format a:/s** and press ↵. Be sure to include the spaces.
   - You will be prompted to insert a blank disk into drive A:. Do so if you haven't already, and press ↵.
4. Once the disk is finished formatting, you will be asked to label (name) the disk. Type in a name and press ↵ or simply press ↵ for no name.
5. A prompt appears asking whether you wish to format another disk. Type **N** and press ↵.

You now have a DOS boot disk. Rather than changing your permanent system software configuration, you can use the DOS boot disk and the HIMEM memory manager software included with MS DOS 5.0 (or greater) to temporarily free up conventional memory and set up Extended (XMS). To do so, follow the instructions below.

READ THIS SECTION COMPLETELY BEFORE YOU BEGIN.

To configure your DOS boot disk to free up additional conventional memory and enable Extended memory:

1. Back up your CONFIG.SYS and AUTOEXEC.BAT files before editing them so that you can return to the originals if you have any problems:
   a. At the C:\ prompt, type **copy c:\ config.sys c:\ config.bak** and press ↵.
   b. Type copy **c:\ autoexec.bat c:\ autoexec.bak** and press ↵.

2. Copy the CONFIG.SYS and AUTOEXEC.BAT files from the root directory on your hard drive (C:\ ) to the root directory on the boot disk that you have just created (A:\ ):

   a. At the C:\ prompt, type **copy c:\ config.sys a:** and press ↵.

   b. Type **copy c:\ autoexec.bat a:** and press ↵.

3. Open the boot disk copy of the AUTOEXEC.BAT file (on A:) using the EDIT program from MS DOS 5.0 or greater:

   a. From the C: prompt, type **cd \ dos** and press ↵.

   b. Type **edit a:\ autoexec.bat** and press ↵.

4. From the boot disk copy of the AUTOEXEC.BAT file, delete all lines except the following (items enclosed in [brackets] indicate system-specific variables):

Line	**Notes**
PATH=[Path]	[Path] will vary by system
PROMPT PG	
[Your sound card driver]	Example: SETSOUND = C:\ SBPRO SETBLASTER = A220 I7 D1 T4)
[Your CD-ROM driver]	Example: C:\ DOS\ MSCDEX.EXE /S
C:\ [directory]\ MOUSE.COM	(Or equivalent mouse driver)

5. Save the edited AUTOEXEC.BAT file and open the boot disk copy of the CONFIG.SYS file from within EDIT.
   - To save, press **Alt**-**F** to bring down the File menu, then type **S**.
   - To open, press **Alt**-**F**, type **O**, then type **a:\ config.sys** and press ↵.

6. While still in EDIT, delete all lines from the boot disk copy of the CONFIG.SYS file EXCEPT the following:

Line	**Notes**
DEVICE=C:\ DOS\ HIMEM.SYS	(Or C:\ WINDOWS\ HIMEM.SYS)
DOS=HIGH	
BUFFERS=20	
FILES=40	
[Your CD-ROM device driver]	Example: C:\ DEV\ SLCD.SYS

Your CONFIG.SYS file should now look like the above example. If it does not, edit it now to make it look similar to the text above.

7. Save the edited CONFIG.SYS file and exit the EDIT program.
   - To save, press **ALT-F**, then type **S**.
   - To exit the Edit program, press **ALT-F**, then type **X**.

You now have a boot disk which should free up enough conventional

memory and set up enough Extended memory to run the program. The boot disk bypasses the AUTOEXEC.BAT and CONFIG.SYS files on your hard drive and configures your memory based on the AUTOEXEC.BAT and CONFIG.SYS files on your boot disk.

To start up your machine using the DOS boot disk:

1. Insert the DOS boot disk into drive A:, then restart your machine. Your computer will boot up to the A:\ prompt.
2. Type **C:** and press ↵ to return to your hard drive.

For more information on editing your CONFIG.SYS and AUTOEXEC.BAT files, or on changing your startup configuration, consult your DOS manual.

Troubleshooting

Q. I have selected 'GENERAL MIDI' on the sound configuration screen to play the music through my Waveblaster, and the game locks up after the intro.

A. Waveblaster is not directly supported. You have to select SOUND BLASTER 16 for the music configuration.

Q. When I play *Hi-Octane*, the game either hangs, or I get an error message that tells me that I do not have enough memory.

A. You need to start your system using a DOS boot disk (see *Creating a DOS Boot Disk*). Also, make sure that you do not have any other application running at the same time. You'll need to exit Windows completely before playing.

Q. When I switch *Hi-Octane* into Hi-Res mode, the screen clears and the game hangs, or I get an error message telling me that I do not have enough memory.

A. Although *Hi-Octane* will run on most 8 MB PCs without having to make a boot disk, you may find that the game needs most of the available memory to run in Hi-Res mode. If this occurs it will need to be installed and run after booting from a boot disk (see *Creating a DOS Boot Disk*).

Q. When I play a Championship game and finish a race, I am unable to continue the championship and proceed to the next race.

A. In order to proceed to the next track in the Championship game, you need to have finished as one of the top three vehicles in the previous race. You are then able to save your game and 'continue' to the next race.

Q. Occasionally, I seem to get caught up in the scenery.

A. This is a rare occurrence, but you'll find that either a ship will come to pick you up and place you back on the track, or you'll be able to release yourself by accelerating and holding down C to activate the turbo boost. If all else fails, press the Esc key and start again.

Q. Sometimes I am able to drive off of the land and seem to float in mid-air.

A. If the ship does not pick you up and place you back on the track, you should be able to direct yourself back onto land by looking at the small map in the right hand corner. If you can see your colored square actually off the track, guide it back on.

Q. The game is running too slowly.

A. Try turning off the sky, shading, and texture mapping in the detail screen. If you wish to practice the circuits on your own, turning off the computer opponents in the options screen will also make the game run faster.

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Amount of and configuration of memory.
- Any additional system information (like type and make of monitor, video card, sound card, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact:

Electronic Arts Ltd., P.O. Box 835, Slough SL3 8XU, UK
Phone (753) 546465.

In Australia and New Zealand, contact:
Electronic Arts Pty. Ltd., P.O. Box 432, Southport Qld 4215, Australia.

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HI-OCTANE

On the bleak streets of the 21st century street racers drive to the death. Hi-Octane™ puts you behind the wheel of an armour-plated Hov-Car capable of 400+mph. Race through city streets, open wastelands or deserts faster than a Ferrari and with accessories you'd never find on a Volvo (like a missile launcher and chain gun). If anyone gets in your way, remember your highwaycode.... Mirror. Signal. Fire!

- **Super-fast arcade action**
- **6 types of car in 8 different colours**
- **Select from a range of weapons**
- **Race through Cities, Deserts and Mountain Ranges**
- **Take any route you like in the fastest time**
- **Practice Mode**
- **League Table to chart your progress**
- **SVGA option**
- **8 player multiplay option**

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intel inside pentium Runs even better on a Pentium processor

KIDS TO ADULTS AGES 6+

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